

# Mobile Development Application

## Project Scope

It is important to note that students are allowed to reuse the backend and database developed in Lab-Course 2, while building a native or cross-platform mobile application that meets the following minimum requirements:

## Mandatory Functional Requirements

1. **User Authentication**
  - Login/Signup functionality (email, username, or third-party login).
  - Verification and forgot password functionality.
2. **Core Feature Set (Minimum of 3 functional modules)**
  - Examples:
    - Task/To-Do Management
    - Event Calendar
    - Booking System
    - Media Sharing (photos/videos/audio)
    - Messaging or Chat
    - Location-Based Services (maps, check-ins, etc.)
    - Data Visualization or Analytics Dashboard
    - Integration with Device Sensors (e.g., step counter, GPS, camera)
3. **API Integration**
  - Integration with at least one external or self-developed REST API (e.g., weather, news, data fetch).
4. **Responsive UI/UX**
  - Mobile-friendly design.
  - Intuitive navigation and consistent layout.
  - Designed with Figma, Adobe XD, or similar (optional but recommended).
5. **Notifications**
  - Push or local notifications for relevant user events (e.g., reminders, alerts).

## Technical Requirements

- **Platform:** Android (Java/Kotlin) or iOS (Swift), or cross-platform (Flutter, React Native).
- **Tools:** Android Studio / Xcode / Visual Studio Code
- **Version Control:** Git + GitHub (or GitLab/Bitbucket)
- **Architecture:** Use of clean architecture patterns (e.g., MVVM, MVC)
- **Testing:** Unit testing and/or UI testing must be demonstrated for at least one major feature.

## Evaluation Criteria

Criterion	Weight
Functional Completion	25%
UI/UX and Design	20%
Technical Implementation	25%
Code Quality & Documentation	10%
Innovation / Creativity	10%
Presentation & Demo	10%

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